

## Abstract

A method for using, presenting, transmitting and storing objects in and by virtual worlds defines the object as a sequence of modifications. A virtual world in which an object modification occurs is identified and each modification of the object, and the associated virtual world in which that modification has been made, is stored. In this manner, users may transfer objects from one virtual word to a different one in a way that allows the virtual world to which the object is taken to decide which modifications of the object are acceptable.

10033907-010302